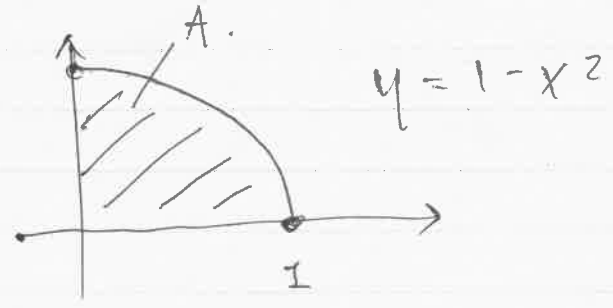


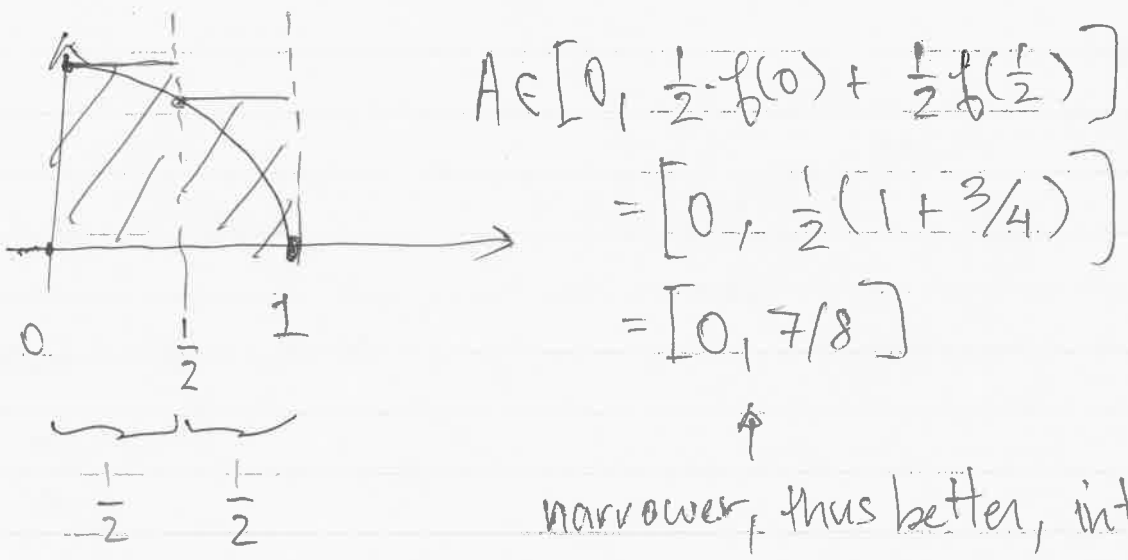
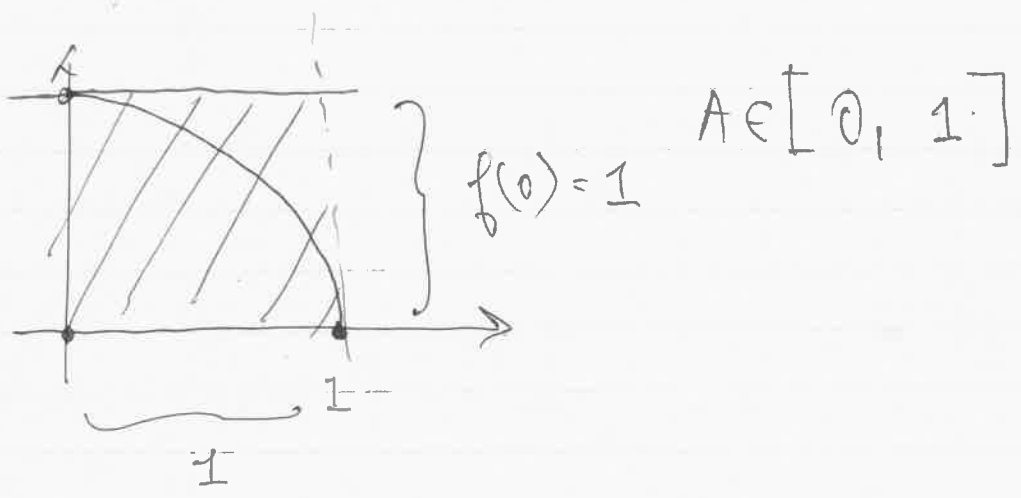
Areas / Estimating w/ Finite Sums

MOTIVATION: How can we find the area of "weird" shapes that do not have an area formula?

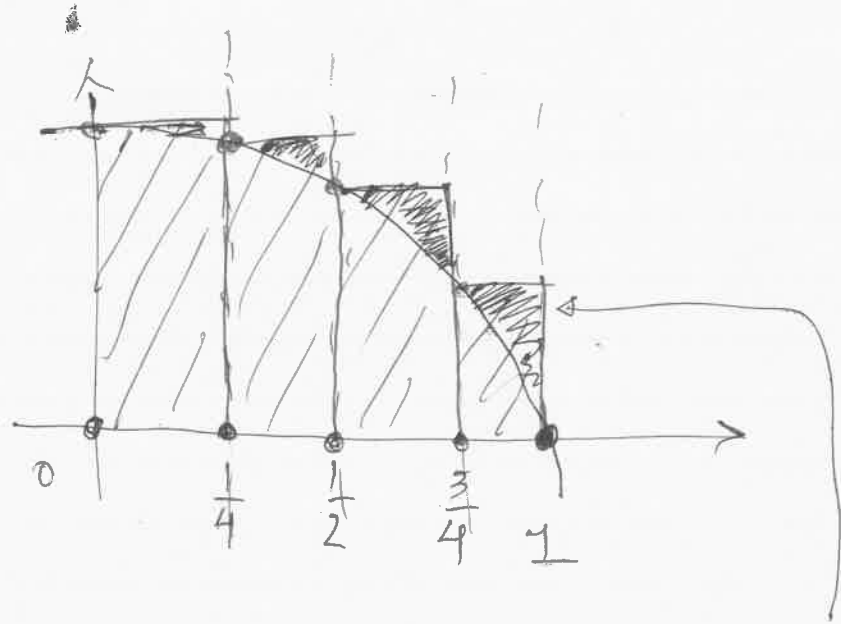
EXAMPLE Find the shaded area



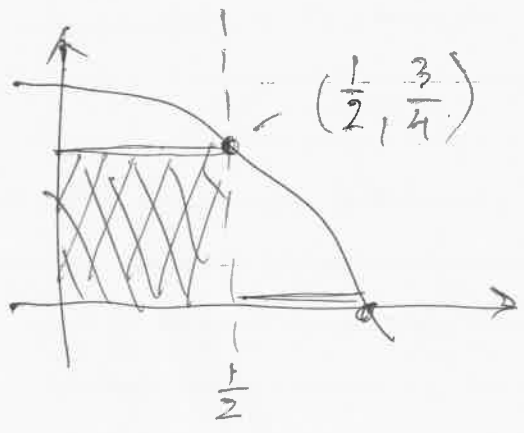
We can certainly bound (give lower and upper constraints) the area A .



(*)



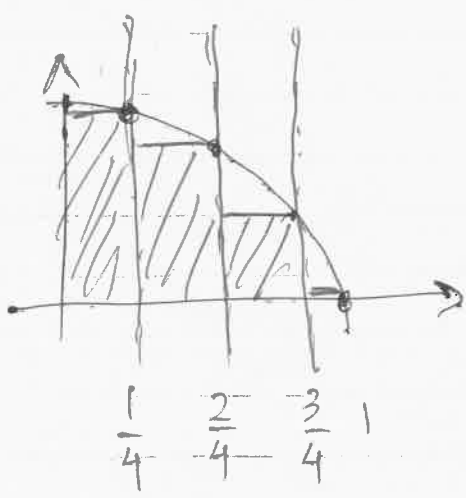
Notice: in each case we have overestimated the area. We can underestimate as well.



$$A \in \left[\frac{1}{2} \cdot f\left(\frac{1}{2}\right) + \frac{1}{2} f(1), \frac{25}{32} \right]$$

$$= \left[\frac{3}{8}, \frac{25}{32} \right]$$

(**)



$$A \in \left[\frac{1}{4} (f\left(\frac{1}{4}\right) + f\left(\frac{2}{4}\right) + f\left(\frac{3}{4}\right) + f(1)), \frac{25}{32} \right]$$

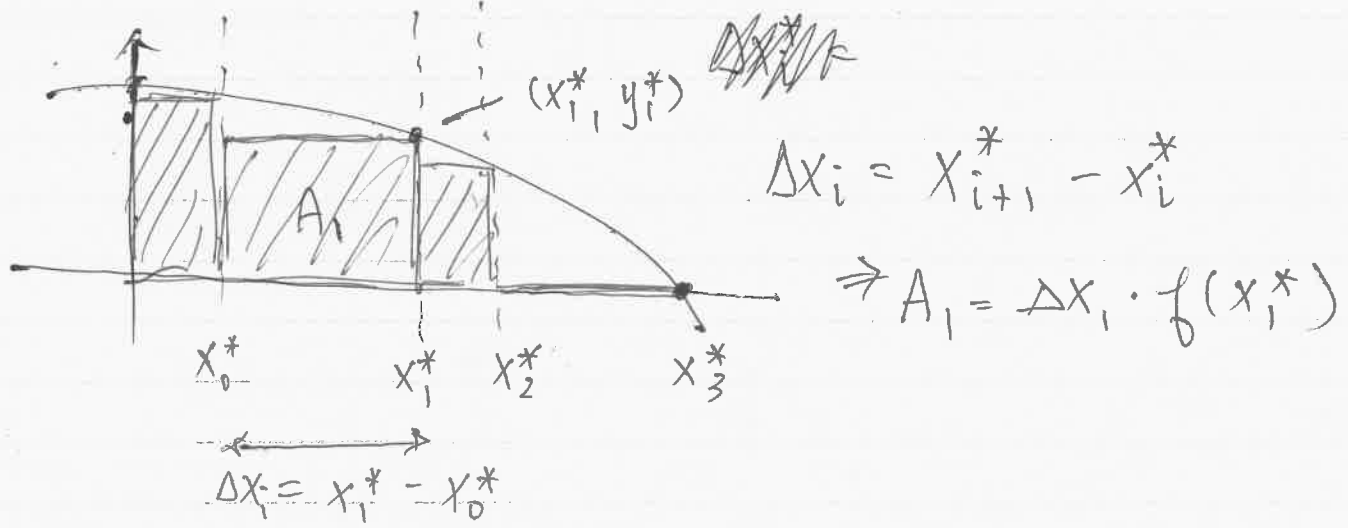
$$= \left[\frac{17}{32}, \frac{25}{32} \right]$$

The idea is that w/ more rectangles our interval shrinks in width and our estimation of the area becomes more accurate.

§ Endpoints and Sampling

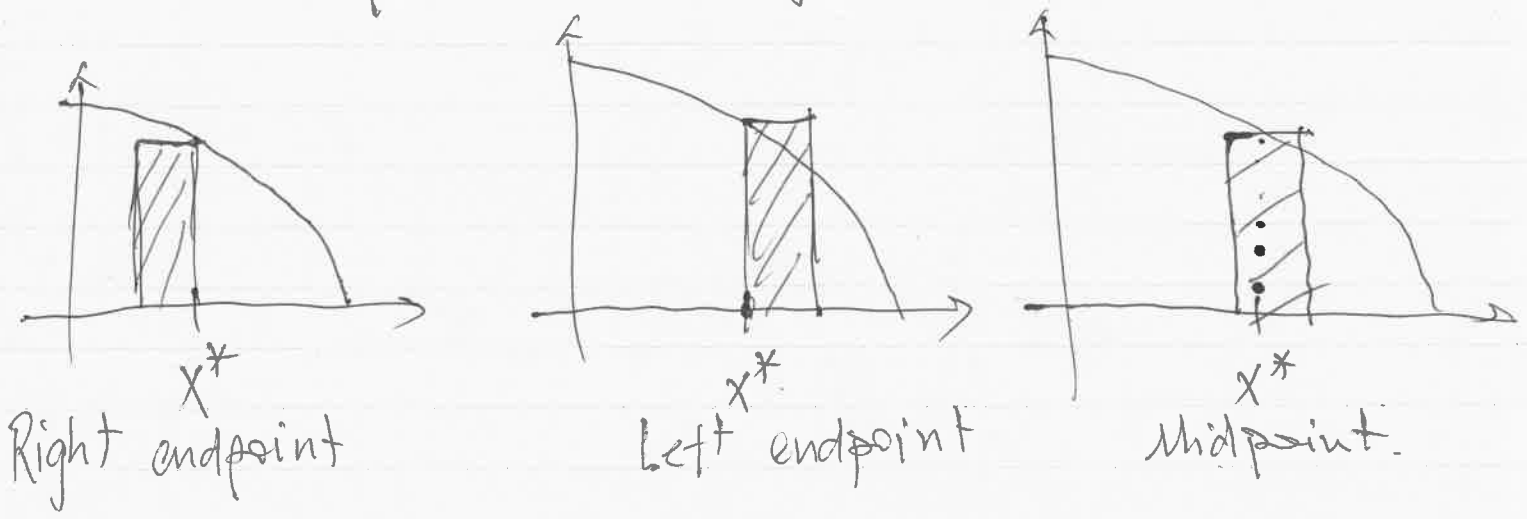
In order to form an approximation using rectangles we need to choose where (on the x-axis) to form the heights. These are called "samples" or "endpoints" denoted by " x_i^* " - the i^{th} sample.

Note: We have been equally spacing our samples but we can choose them randomly.

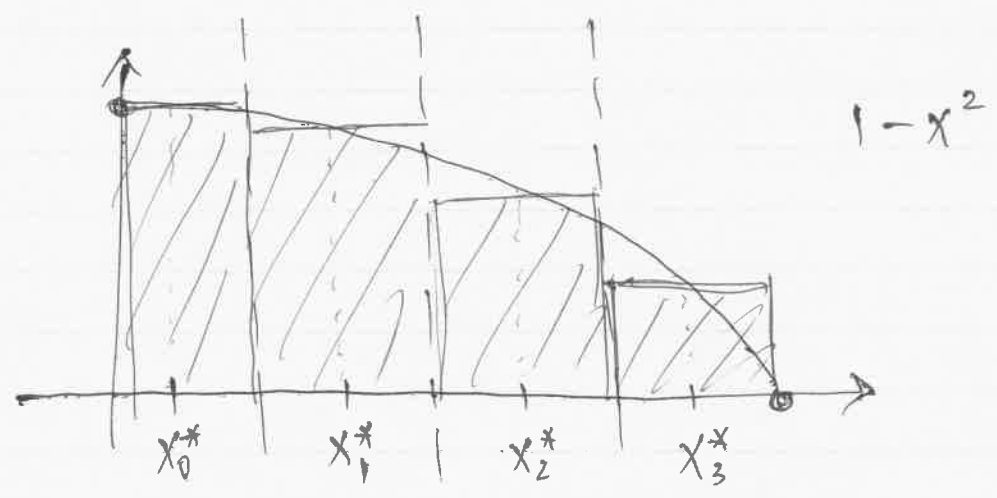


We typically space the samples uniformly (i.e. evenly) along the interval.

There are standard "endpoints" of an interval we use to form the rectangles height.



⊗ and ⊗* are the four-rectangle approx. of the area under $1-x^2$ from $x=0..1$ using LE and RE resp. Now do middle.



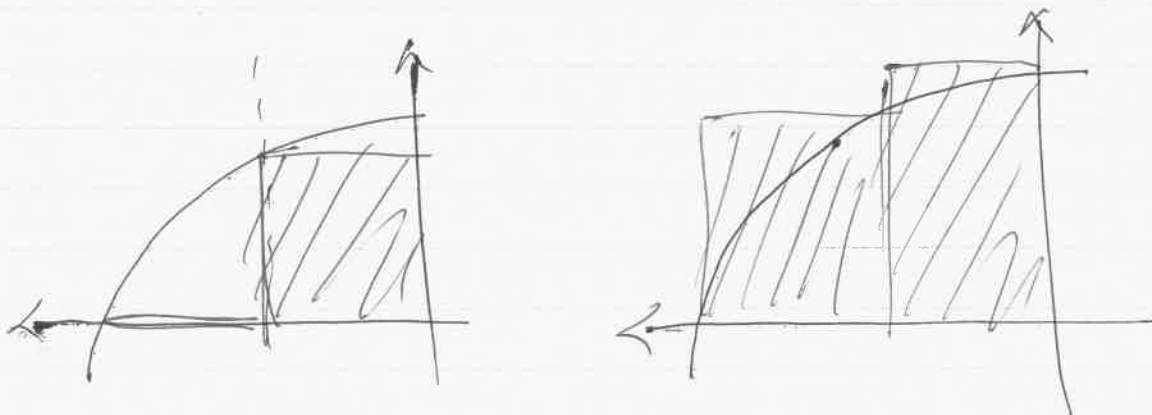
Note: The midpoint is the average of the LE/RE.

$$A \approx \frac{1}{4} f\left(\frac{1}{8}\right) + \frac{1}{4} f\left(\frac{3}{8}\right) + \frac{1}{4} f\left(\frac{5}{8}\right) + \frac{1}{4} f\left(\frac{7}{8}\right)$$

$$= \dots = 43/64.$$

Notice over/under estimations change based on curvature of the function and are not only governed by LE/RE.

EXAMPLE: Consider area under $y = 1 - x^2$ for $x = -1 \dots 0$.



LE - under estimate

RE - overestimate

EXERCISE Using two rectangles form approximations for area under the curve for:

① $f(x) = x^2$, $x = 0 \dots 1$

② $f(x) = x^3$, $x = 0 \dots 2$

③ $f(x) = \frac{1}{x}$, $x = 1 \dots 5$

Indicate if your estimate is over or under.

Average Values

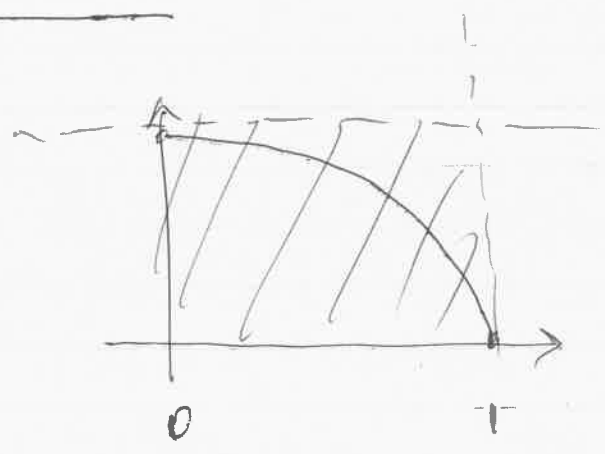
What is the average value of a function $f(x)$ over $[a, b]$?

Remember: Average $(\{x_0, x_1, \dots, x_n\})$

$$= \frac{x_0 + x_1 + \dots + x_n}{n+1}$$

Geometrically, a constant function $f(x) = c$ has average value c over any interval

EXAMPLE



Ave $(1 - x^2) < 1$
for unit interval.

Generally



$$\text{Ave}(f) \approx \frac{A_0 + A_1 + A_2 + A_3}{4}$$

and the approx will

improve w/ more rectangles.

Physics

Suppose we wanted to work out how far a car has travelled using only instantaneous velocity information — this ends up being the area under the velocity curve.

Recall: $\text{Dist} = \text{Velocity} \cdot \text{Time}$

EXAMPLE Sampling (ie. looking at the speedometer) every five minutes produces Table 1 - Estimate the distance travelled.

TABLE 1

Distance Travelled

min	velocity m/s	Interval (s)	LE	RE
0	1	0 - 5	$5.60 \cdot (1)$	$5.60 \cdot (1.2)$
5	1.2	5 - 10	$5.60 \cdot 1.2$	$5.60 \cdot (1.7)$
10	1.7	10 - 15	⋮	⋮
15	2.0	15 - 20	⋮	⋮
20	1.8	20 - 25	⋮	⋮
25	1.6	25 - 30	$5.60 \cdot (1.6)$	$5.60 \cdot (1.4)$
30	1.4			
		total:		

EXERCISE You're driving a twisty road. You know the inst. velocity every 10s. Estimate the length of the road by giving an interval where the exact value must lie

time (s)	0	10	20	30	40	50
velocity (ft/sec)	0	44	15	35	30	44

EXERCISE Using critical points, can you estimate the area under $f(x) = (x-1)(x-2)(x-3)$ from $x = 0$ to 5 that is guaranteed an over-estimate.

EXERCISE Suppose we want to break the interval



into $4, 8, \dots$ equal parts. What are the LE/RE/M?

Sigma Notation

$$\text{Let } A = \{1, 2, 3, 4\}$$

$$\Rightarrow \sum_{a \in A} a = 1 + 2 + 3 + 4$$

$$\Rightarrow \sum_{a \in A} a^2 = 1^2 + 2^2 + 3^2 + 4^2$$

$$\Rightarrow \sum_{a \in A} f(a) = \cancel{a^2} f(1) + f(2) + f(3) + f(4)$$

We can also do

$$\sum_{k=1}^4 k = 1 + 2 + 3 + 4$$

$$\sum_{k=1}^4 = f(1) + f(2) + f(3) + f(4)$$

k "counts" by integers.